

FIG. 1

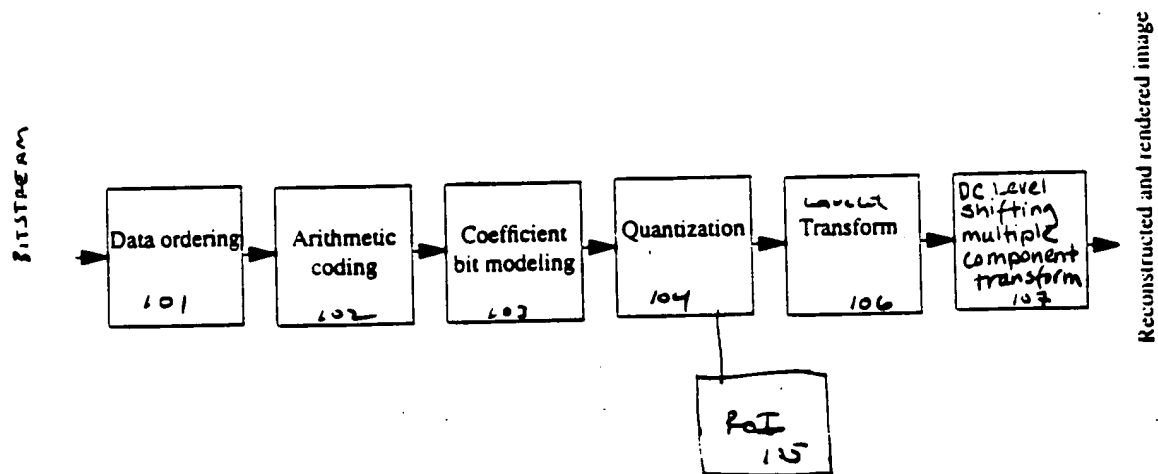


Figure 1

FIG. 2

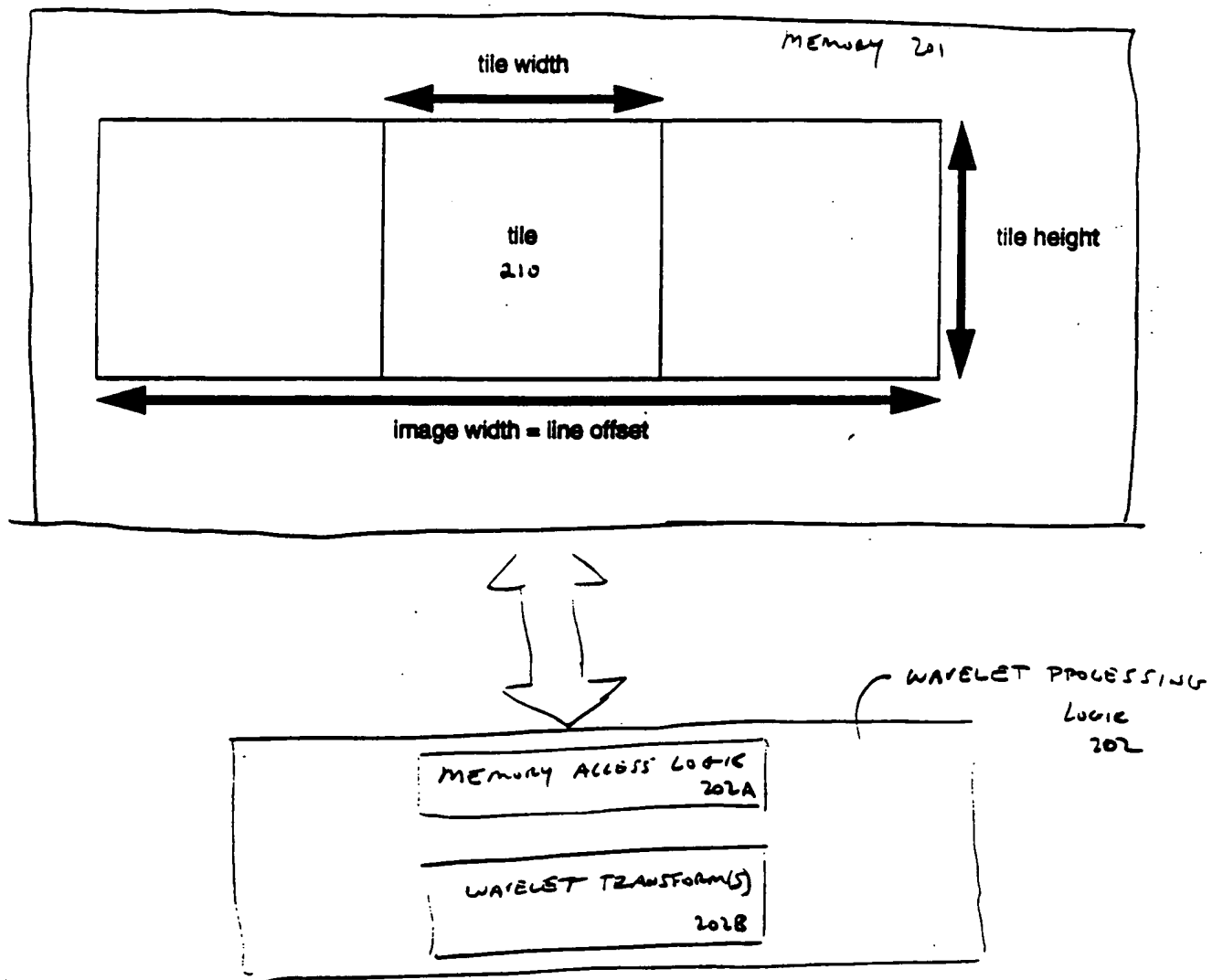
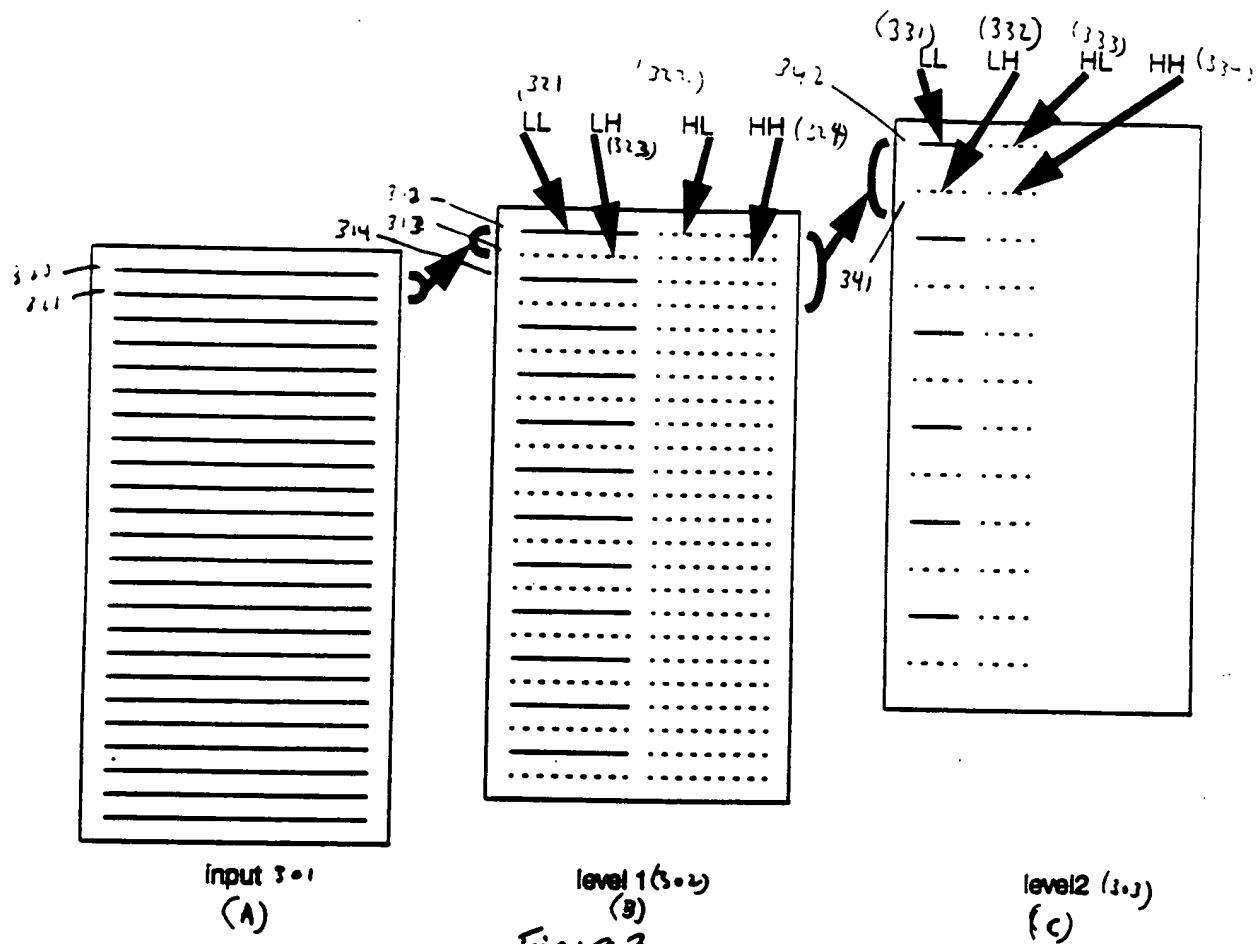


Figure 2



FORM T-30360

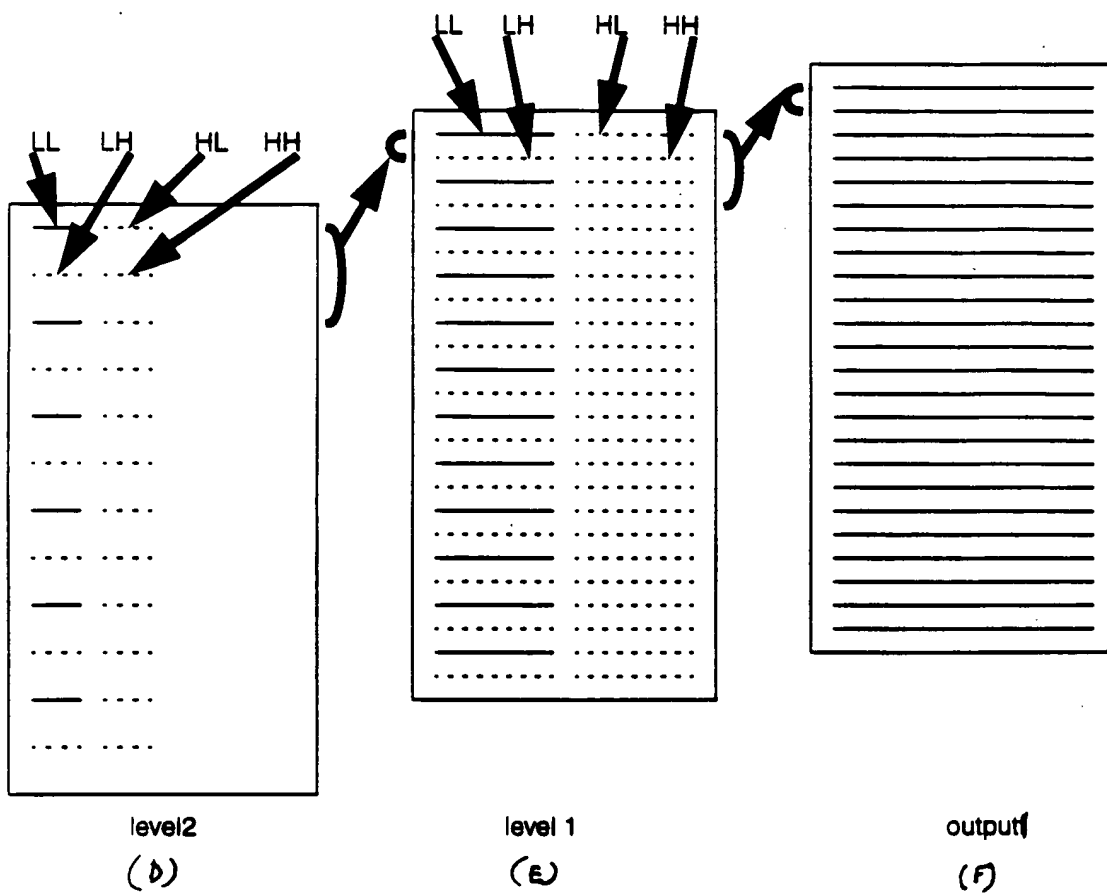


Figure 3

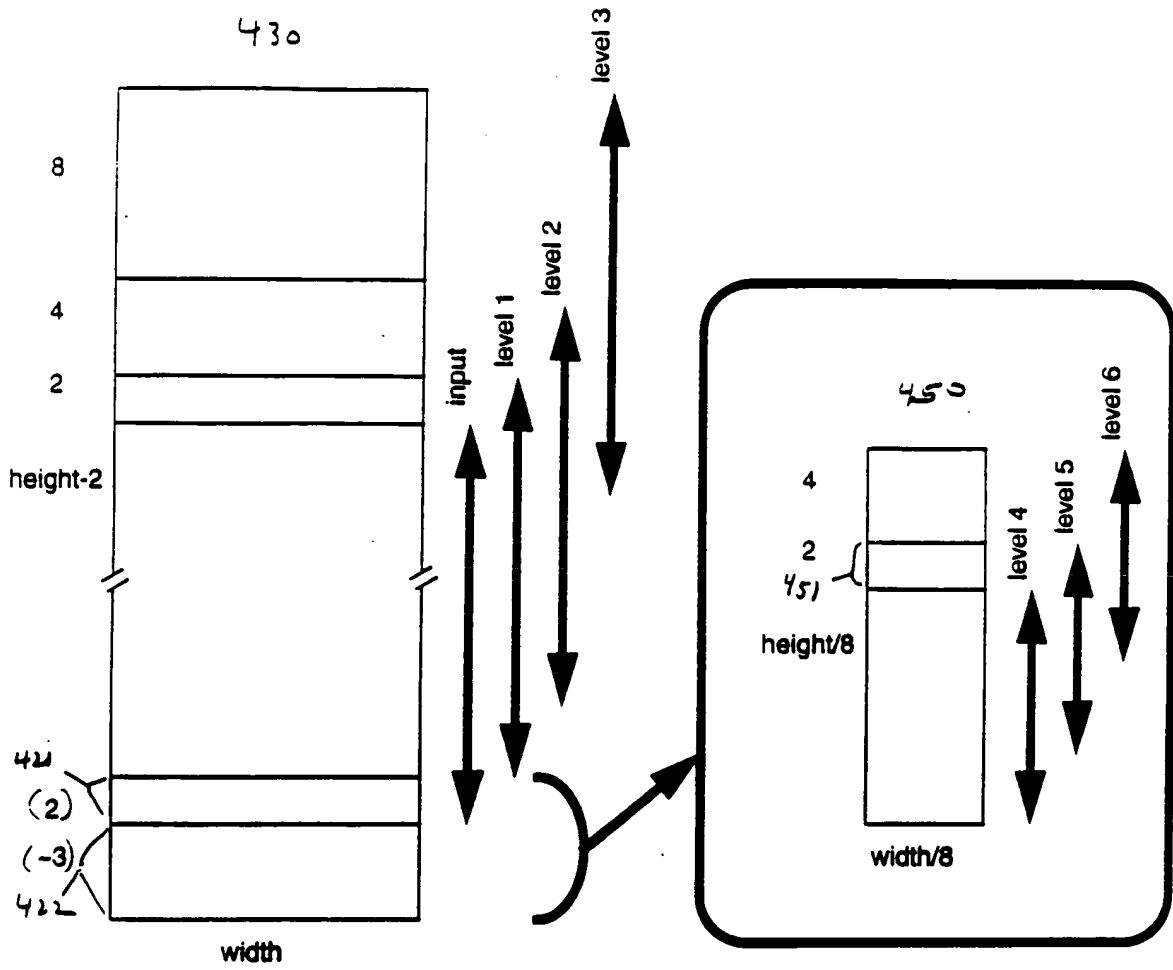


Figure 4A

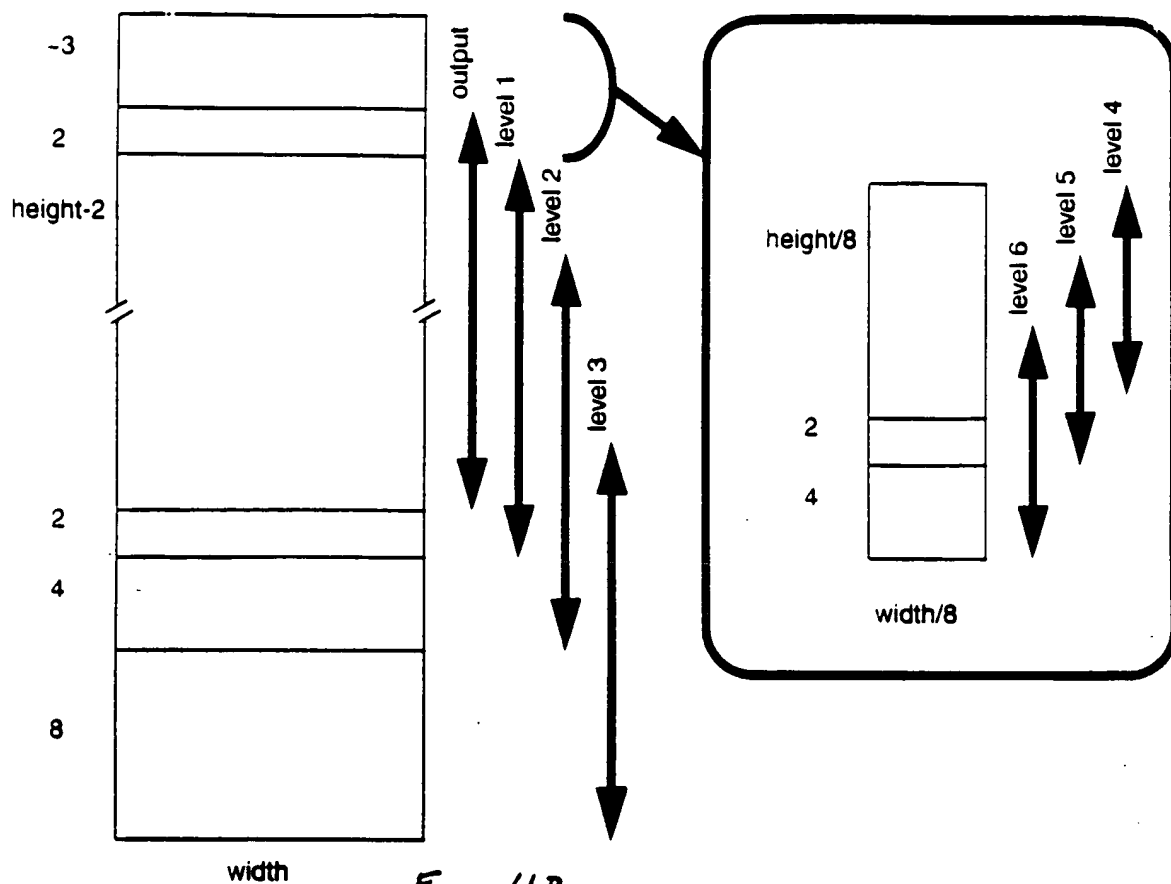


Figure 4B

11030001 12300000

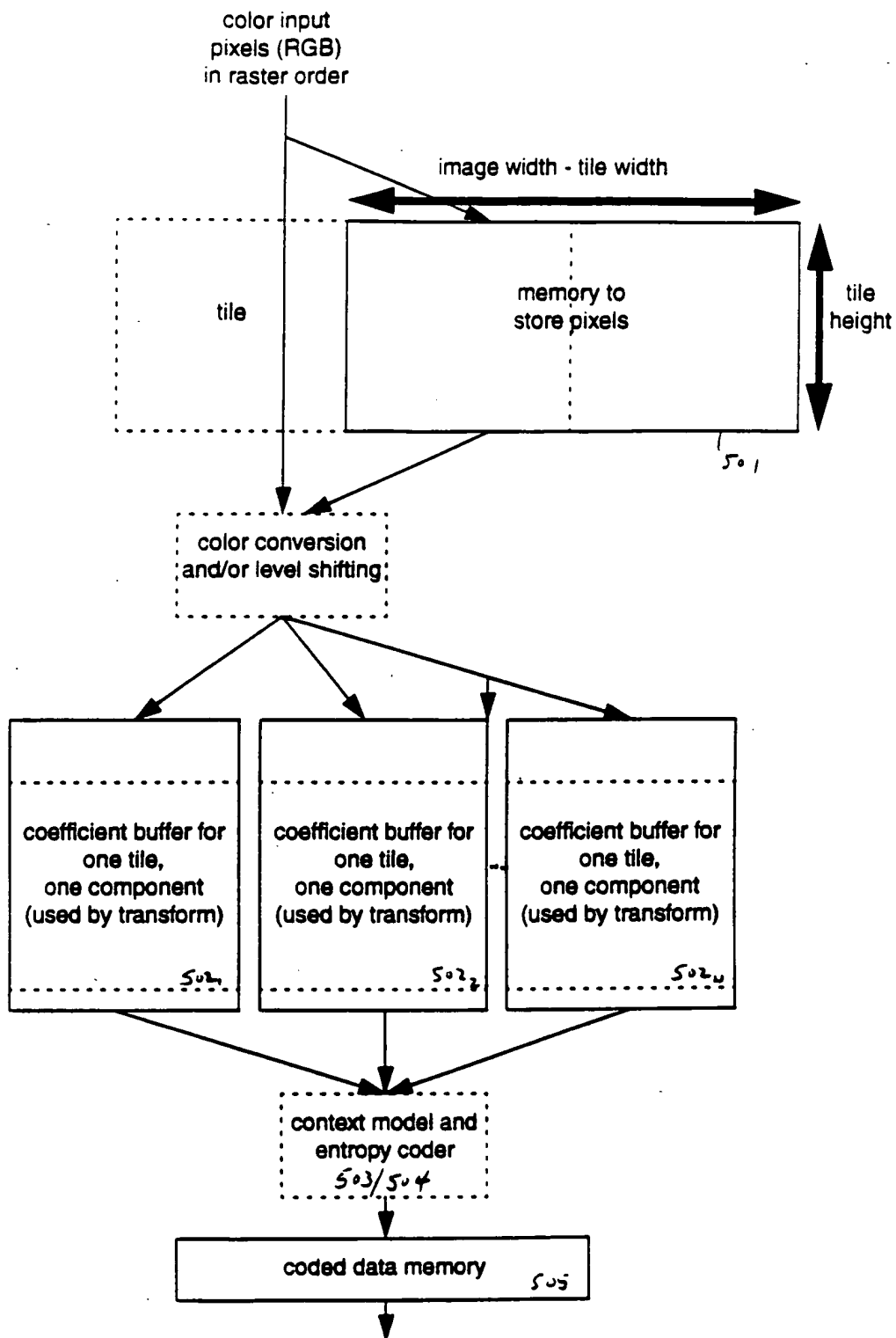


Figure 5

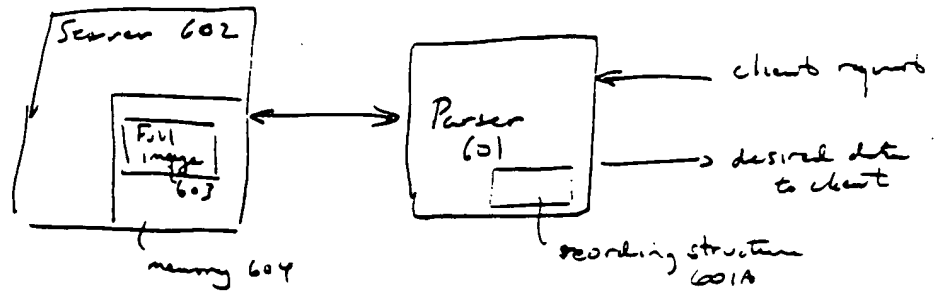


Figure 6A

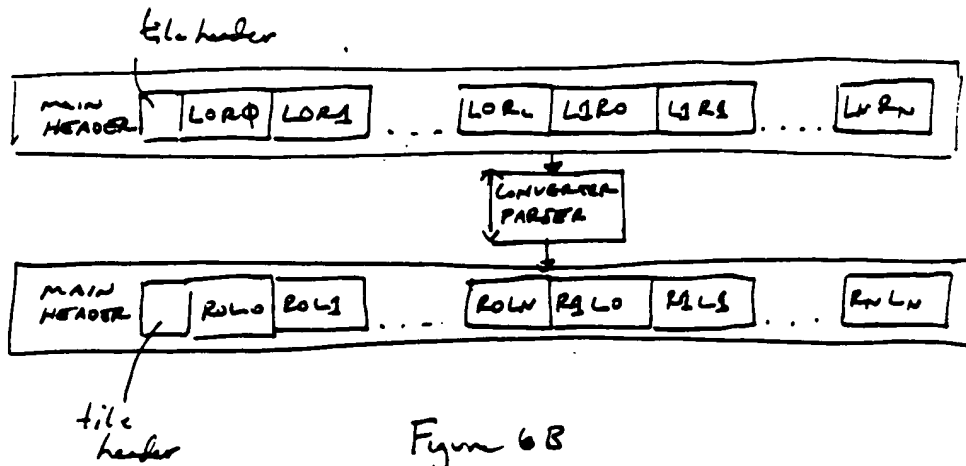


Figure 6B



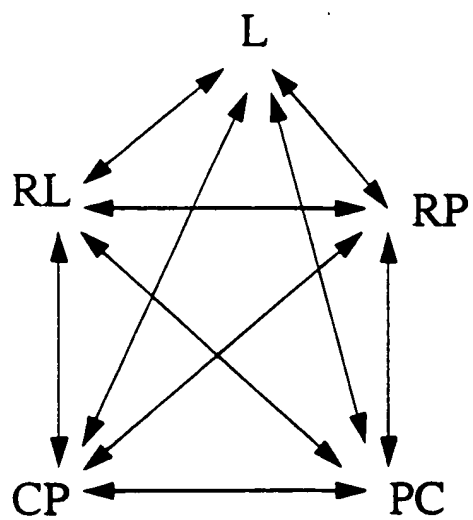


Figure 7A

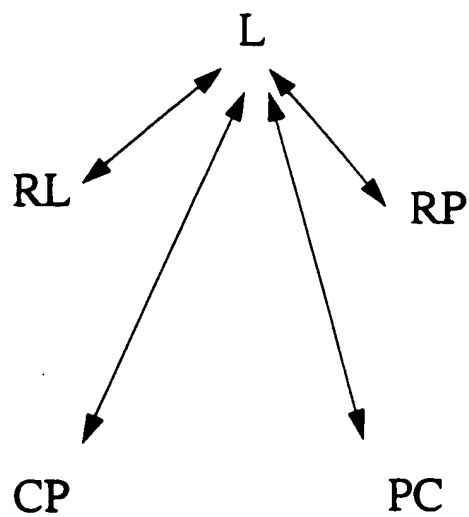


Figure 7B

0900001 030001  
T09000 T03000

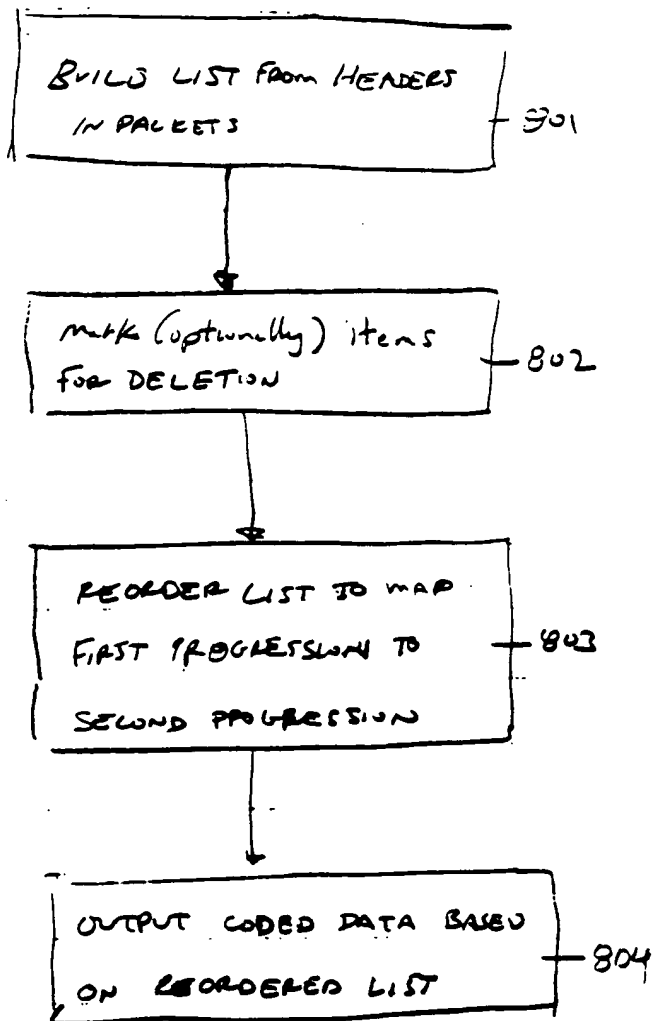


Figure 8

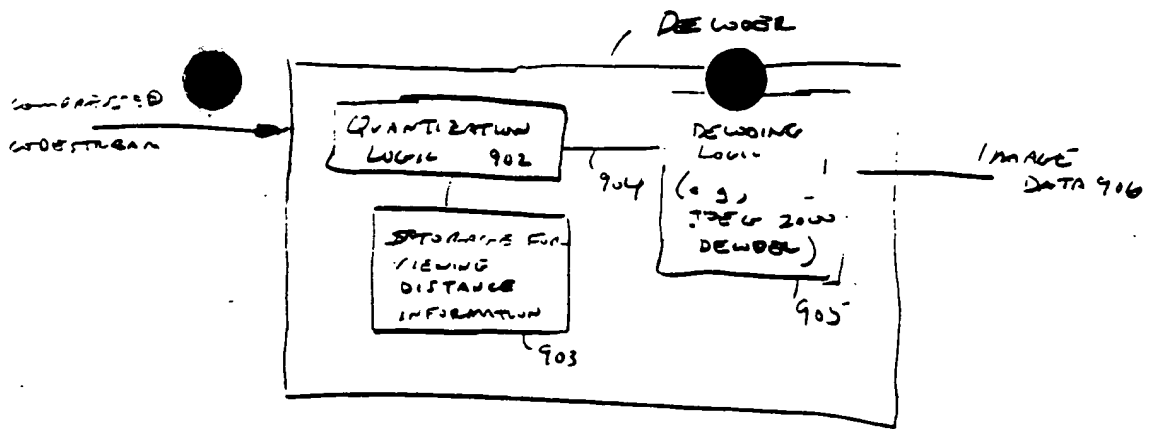


Figure 9

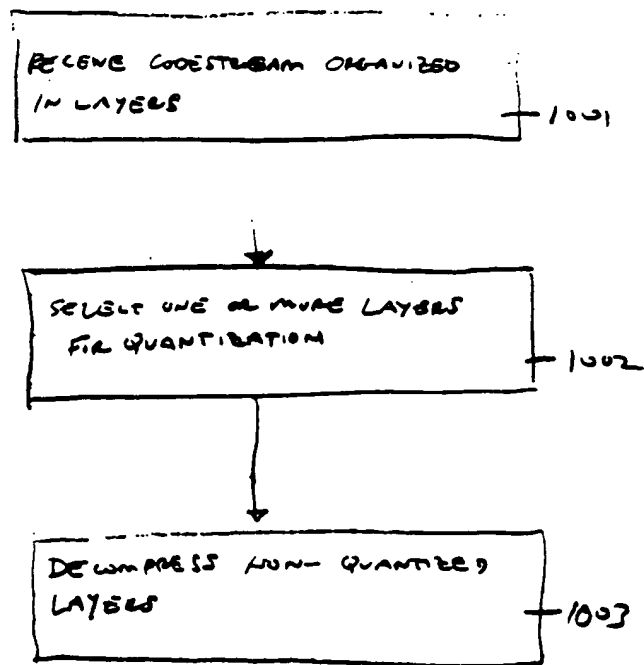


Figure 10



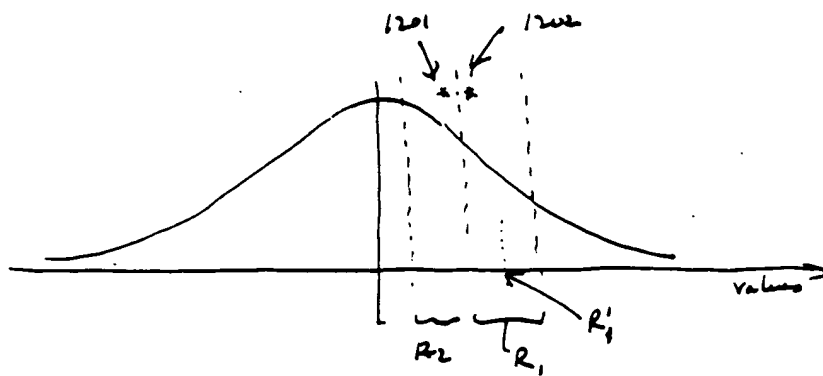


Figure 12

FOUO 16000000

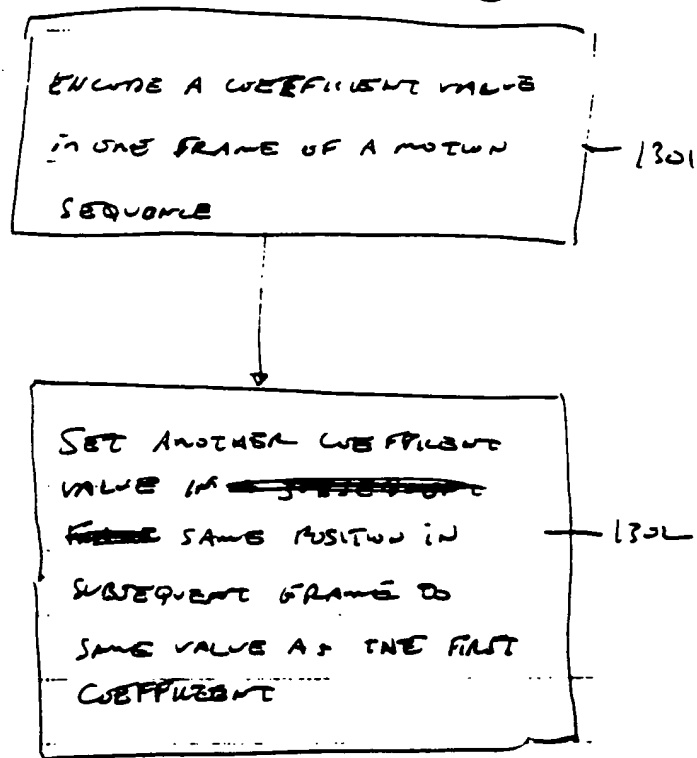
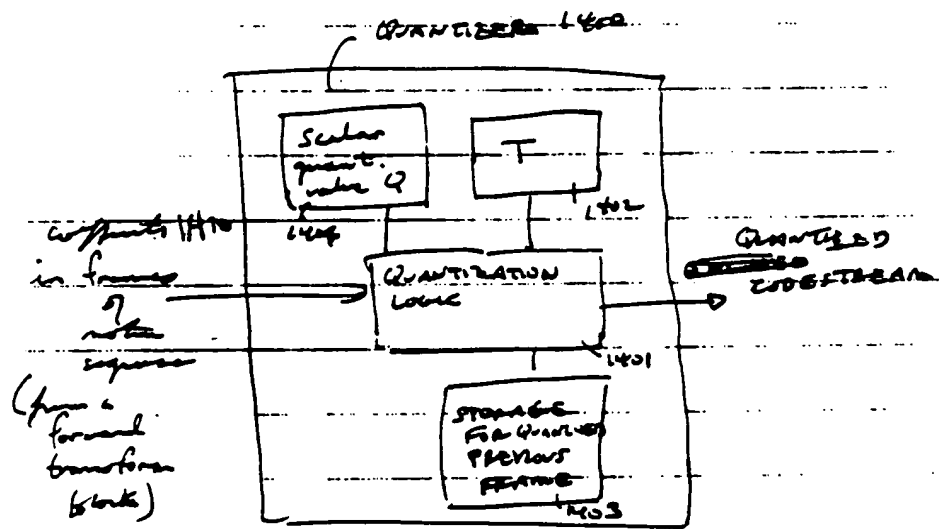


Figure 13



CODE EACH TILE 1501

OUTPUT PACKETS FOR EACH  
TILE AS A COMPLETE  
TILE-PART 1502

STORING REMAINING ~~PACKETS~~  
LAYERS FOR EACH TILE IN  
A BUFFER 1503

OUTPUT ADDITIONAL PACKETS  
OF EACH TILE AS ANOTHER  
COMPLETE TILE-PART 1504

Figure 15 A

FORMED "FORMED"





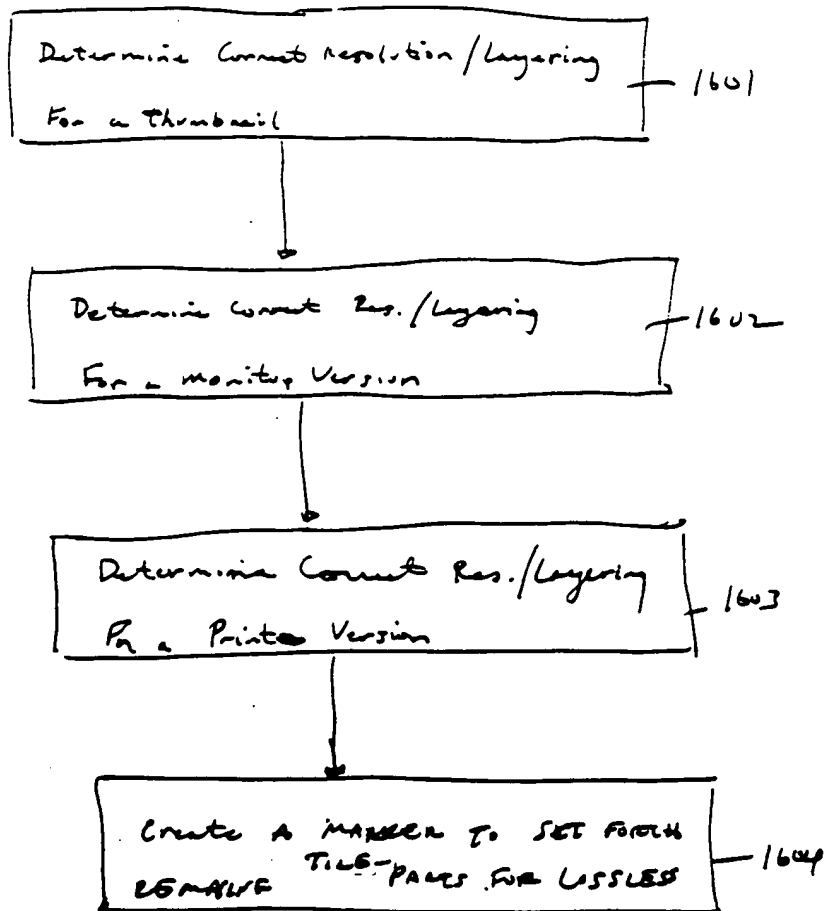


Figure 16

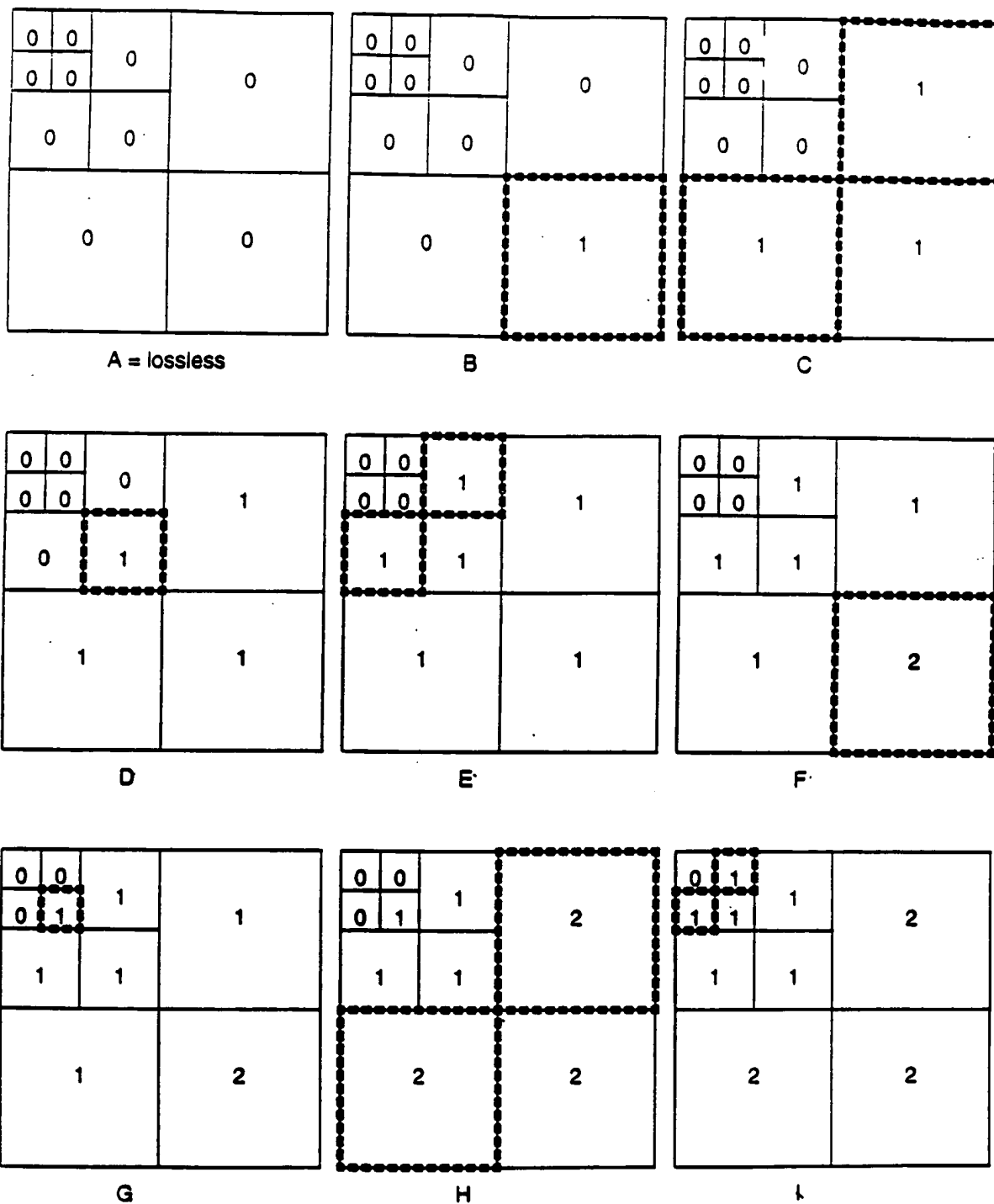


Figure 17

Figure 1 displays nine diagrams (J through R) illustrating different ways to partition a square into four regions. The regions are labeled with numbers 1, 2, and 3. The diagrams are arranged in a 3x3 grid.

- Diagram J:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 1, and the bottom-right region is labeled 2. A dashed line outlines the top-left region.
- Diagram K:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 1, the bottom-left region is labeled 1, and the bottom-right region is labeled 2. A dashed line outlines the top-left region.
- Diagram L:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 2, and the bottom-right region is labeled 2. A dashed line outlines the top-left region.
- Diagram M:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 2, and the bottom-right region is labeled 3. A dashed line outlines the bottom-right region.
- Diagram N:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 2, and the bottom-right region is labeled 3. A dashed line outlines the bottom-right region.
- Diagram O:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 2, and the bottom-right region is labeled 3. A dashed line outlines the bottom-right region.
- Diagram P:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 2, and the bottom-right region is labeled 3. A dashed line outlines the bottom-right region.
- Diagram Q:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 2, and the bottom-right region is labeled 3. A dashed line outlines the bottom-right region.
- Diagram R:** A square partitioned into four regions. The top-left region is labeled 1, the top-right region is labeled 2, the bottom-left region is labeled 2, and the bottom-right region is labeled 3. A dashed line outlines the bottom-right region.

**Figure 18**

Figure 1 consists of three diagrams illustrating the hierarchical structure of the luminance and chrominance channels. The luminance channel is a 4x4 grid with values 0, 0, 0, 2, 0, 0, 0, 1, 2, 3. The chrominance channels are 4x4 grids with values 0, 2, 2, 2, 2, 2, 2, 3, 4, 4, 4, 4. The diagrams show how the luminance channel is composed of four 2x2 blocks, and the chrominance channels are composed of four 2x2 blocks. The luminance channel is labeled 'luminance' and the chrominance channels are labeled 'chrominance'.

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2000

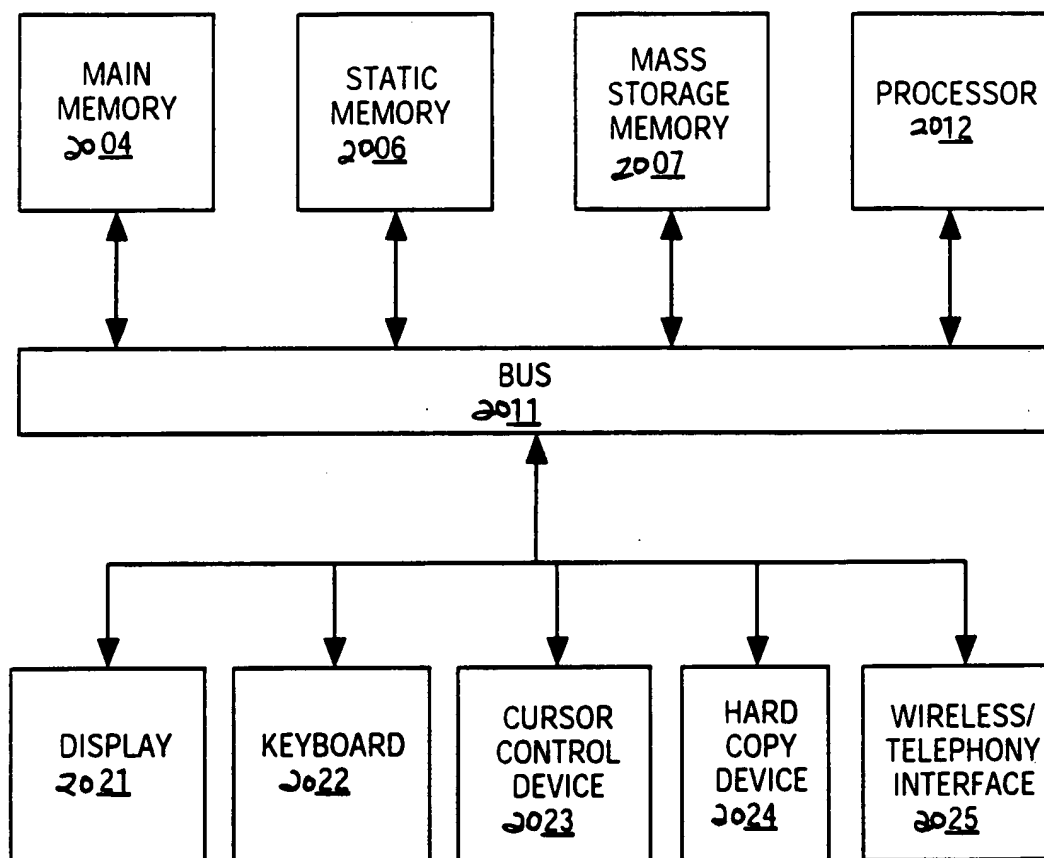


FIG. 20

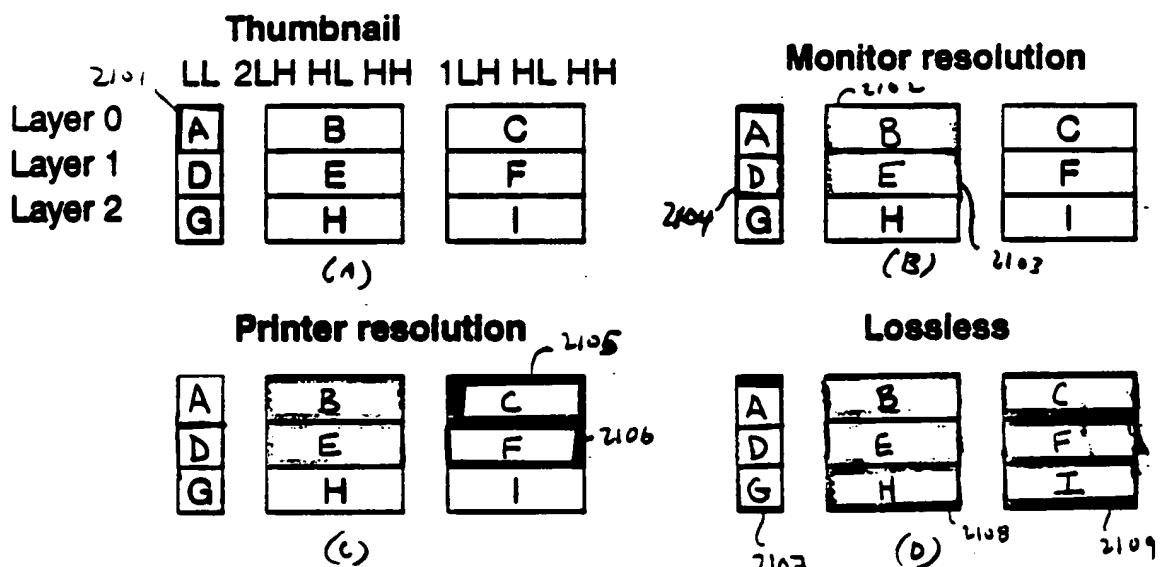


Figure 21

$\{f_{\alpha}^{(1)}\}_{\alpha \in \mathbb{N}}$  and  $\{f_{\alpha}^{(2)}\}_{\alpha \in \mathbb{N}}$  of  $\mathcal{H}$  in  $\mathcal{H}^{\otimes 2}$  such that

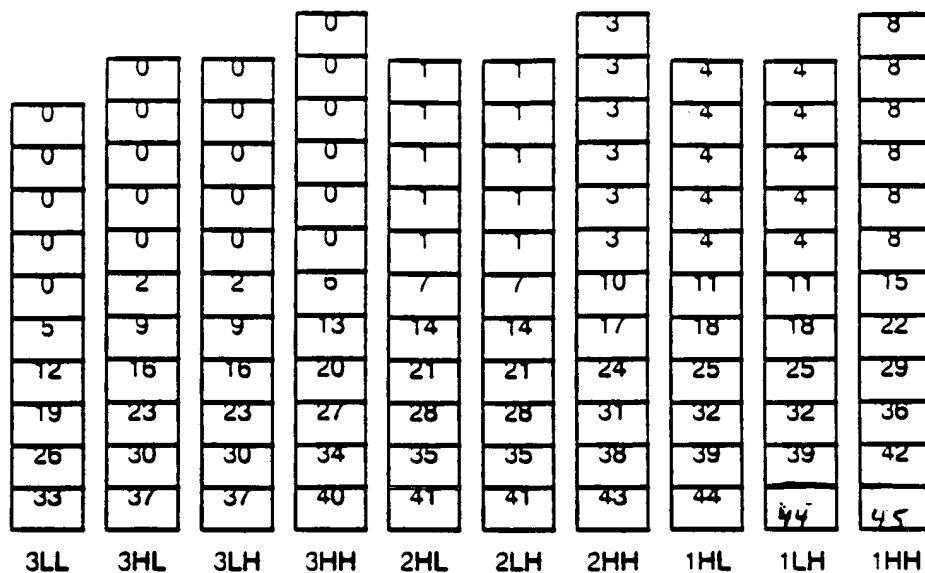


Figure 22

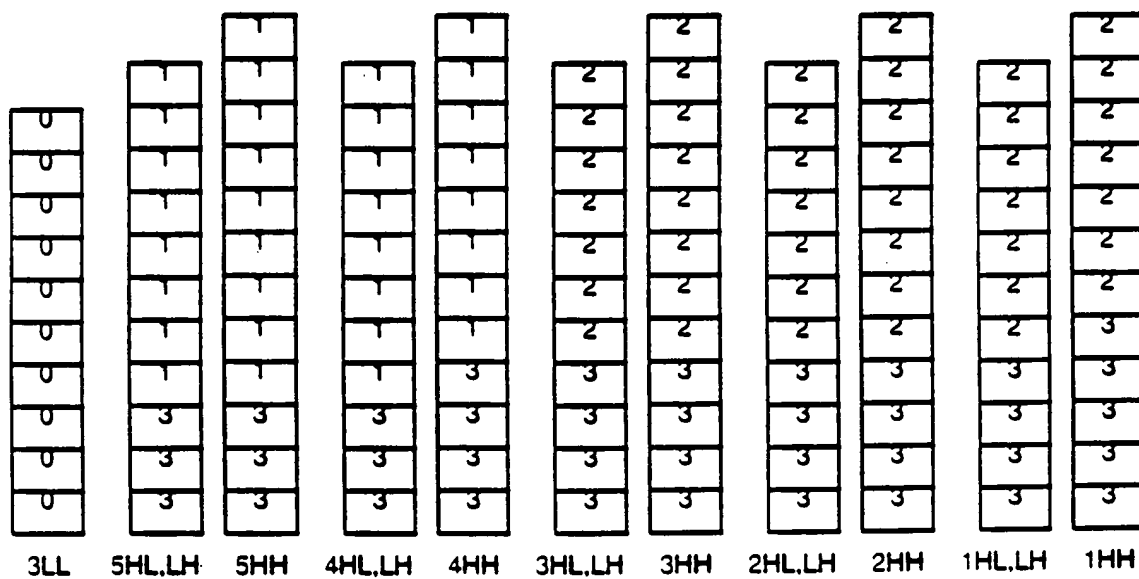


Fig. 23

03800831-030604

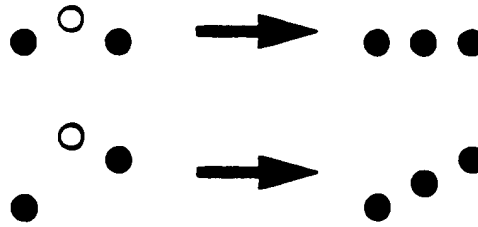


Fig 24



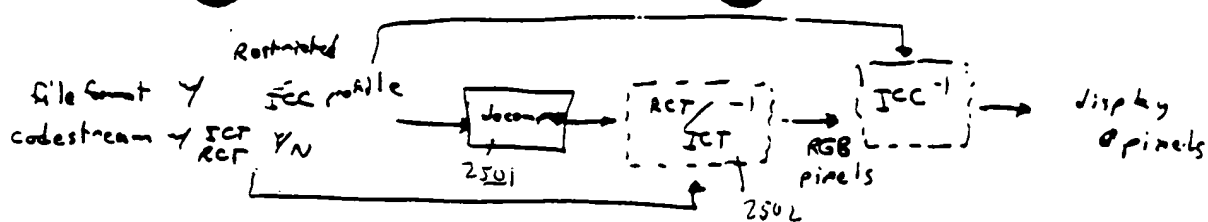
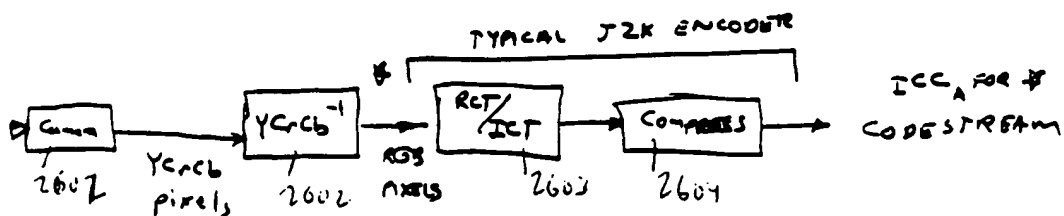


Figure 25

DUMB      CAMERA      ENCODER



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# SIMPLE CAMERA ENCOUNTER

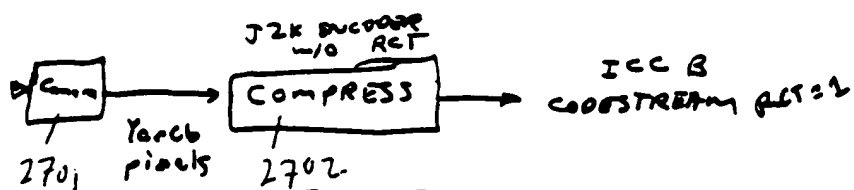


Figure 27

**THE UNIVERSITY OF CHICAGO**

FIG. 28

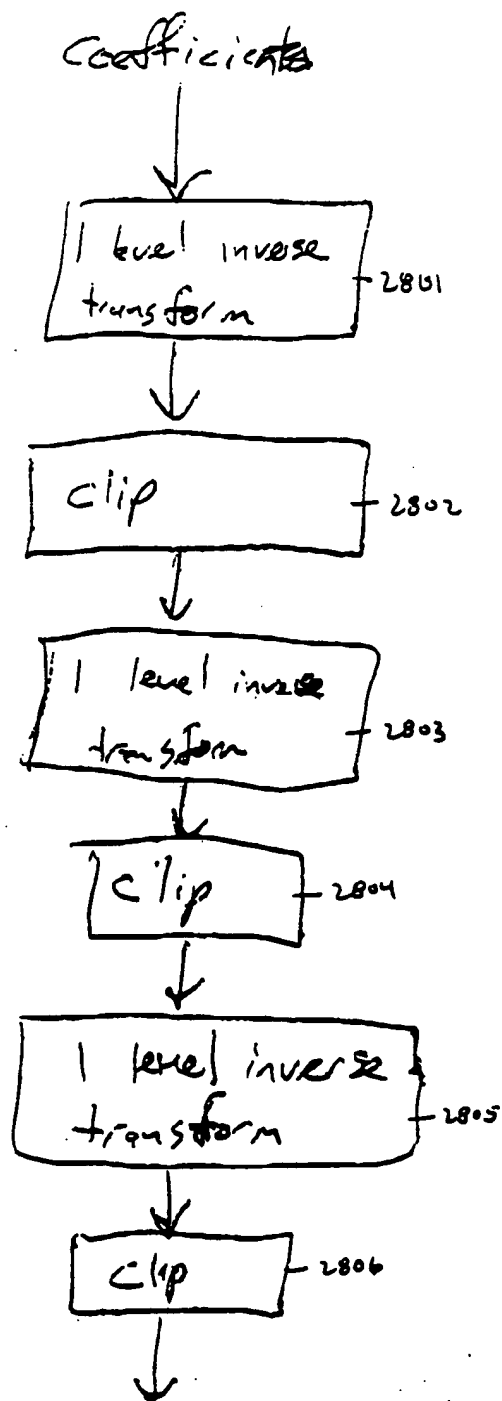


Figure 28